

Game Setup:

No more than 11 players may be in the field at a time, and no less than 8 players. If teams do not have 8 players, it will be considered a forfeit. If you know in advance that you will have to forfeit, please let the head of the league know so that the other team may be contacted.

Games consist of 7 complete innings. The game must go at least 4 innings for it to become a complete game if weather becomes an issue. Games may be completed at a later date if weather is an issue. Games that get past the 4 inning mark, and are called will not be completed.

If a team is more than 10 minutes late, it will be considered a forfeit.

Slaughter rule will come into play if:

- At the end of the 4th inning, a team is up by 20 runs.
- At the end of the 5th inning, a team is up by 15 runs.
- At the end of the 6th inning, a team is up by 10 runs.
- If both teams choose to keep playing, and time permits, the game may continue at the discretion of the game official.

The away team shall kick first.

In the kicking order, no more than 2 males may kick consecutively. If needed, females may have to re-kick based on numbers. If teams do not have their 4 females, it's considered an out for every female missing in the lineup.

Any player, who participates in a game and is not on that team's roster, will be considered a forfeit for that team.

Fielders can be changed between innings.

All fielders must kick.

The kicking order may not be changed during the game, unless injury, or agreed to by the other team.

Players must participate in at least three regular season games to be eligible for the playoffs.

Pitching/Catching:

Pitches are not allowed to bounce (bounce examples below). These will be considered balls in the pitch count.

Bounce Examples:

A ball pitched that does not touch the ground at least twice before reaching the kicking box.

A ball pitched that goes one foot or higher off the ground as it reaches the kicking box.

A ball pitched that goes one foot or higher off the ground immediately after going through the strike zone.

A ball pitched that goes one foot or higher as it reaches home plate.

Pitchers must begin their pitching motion within the pitching mound area. One foot must be behind the pitching strip until the ball has been kicked. Pitching must be done by hand. Any part of the pitcher's front foot may not cross the pitching strip, until the ball has been kicked. If pitchers cross the pitching strip before the ball is kicked, it will be considered a ball.

Pitchers must pitch underhanded.

Fielders may not cross the 1st to 3rd base line until the ball is kicked. The exception to this is the catcher, who must not cross in front of the kicker until the ball is kicked.

Fielders who violate the 1st to 3rd base line will be issued a team warning, after this, kickers will be awarded 1st base.

Catchers who violate this rule, will not be issued a warning, however the pitch will be considered an automatic ball.

Catchers must be behind the kicker while the ball is being kicked. If the kicker decides to get a running start to kick the ball the catcher does not have to be behind them. Only at the point the ball is kicked, does the catcher need to be behind the kicker. However the catcher may not impede the kicker's progression to kick the ball.

Catchers are best to pursue from the left of the kicker, so to not impede the runner's first base track.

Once the pitcher has the ball in control within 10 feet of the pitching strip, the play ends. If a player is in forward motion on the way to the next base, they may proceed. If the runner shows any hesitation, they must go back to the previous base.

Kicking:

All kicks must be made by the foot or leg, below the knee.

All kicks must be made at, behind, or within a foot of the front of home plate. Kickers must kick from the kicking box. They may start outside of the kicking box, however must have a portion of the plant foot inside the box during the kick. If the ball is kicked in front of home plate and is caught, it is still an out.

Bunting is permitted.

If a kick travels to an unreasonable area of play, this will be considered a ground rule double. This does not apply to homeruns.

Running:

Runners must stay within the baseline and fielders must stay out of the baseline. Fielders may only enter the baseline to catch a ball or tag a runner.

Fielders, who are playing a base and attempting to get an out, must lean out of the baseline. If a runner is hindered by a fielder not attempting to make an active play on the ball, the runner is considered safe.

There is no leading off or stealing bases allowed. The base runner may only leave their base once the ball has been kicked. If the base runner leaves prior to the ball being kicked, they will be considered out.

Base runners cannot advance past the runner in front of them.

When attempting to hit base runners with the ball, they must be hit from the shoulders down. If a runner is hit in the head or neck, they will be considered safe.

This rule does not apply if the runner is sliding, ducking, diving, or using their head or neck to block the ball.

Tag-ups are permitted. If the ball is kicked in the air and caught, the runner must tag their original base while the ball is being caught, or after being caught, before advancing to the next base.

Ties go to the base runner. Base runners may overrun first base only.

Only one base is allowed on an overthrow. When the ball returns to the field, if there is an attempt other than returning the ball to the pitcher, the runners may continue to advance.

Runners who are substituted due to injury must be substituted with a member of the same sex. Once the runner is taken out of the game, they may not return.

Strikes, Balls, and Outs:

Three strikes equal an out.

The strike zone is one foot to either side of home plate, and one foot high over home plate.

It is considered a strike when any portion of the ball passes through the strike zone.

If the ball is kicked while the kicker is in front of kicker's box, it is considered a strike.

Four balls and the kicker advances to first base.

Four fouls is an out.

A ball that goes out of bounds before passing the cone at 1st or 3rd base, is a foul.

A ball that is kicked more than once or stopped by the kicker in the kicking box is considered a foul.

A ball that is kicked above the knee is considered a foul.

Three outs by a team completes that team's half of the inning.

If a runner is touched by the ball at any time while not on base, they are out.

If a ball is caught prior to hitting the ground, it is an out.

If the ball is caught on base by a fielder, prior to the runner advancing, on a force play, the runner is out.

If kickers kick out of order, it is an out.

Hitting the base with the ball does NOT count as an out.

Finally, as a benefit to the Harrisonburg Parks and Recreation, your team, your opponents, and yourself, please go out and have a ball!!